PRINTED IN JAPAN

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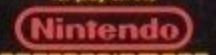
Bill & Ted's EXCELLENT VIDEO GAME adventure™

A MOST EXCELLENT ROLE PLAYING ADVENTURE!

- Hey dudes, ride the Power Phone Booth to 6 different worlds!
- Search for famous Historical Dudes through space and time!

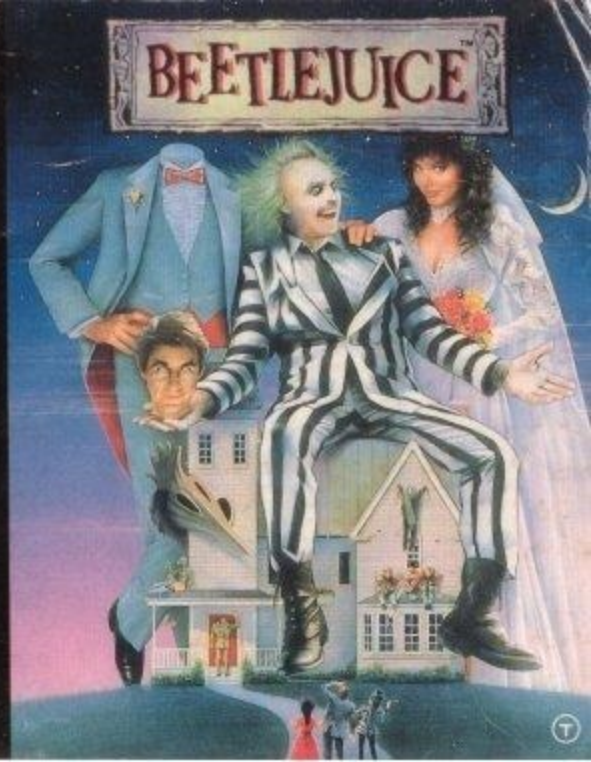
NES-4B-USA

Licensed by Nintendo for play on the



excerpts from:
Handbook for the Recently Deceased

BEETLEJUICE™



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WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither LJN, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

THANK YOU for purchasing LJN's Beetlejuice™ for the Nintendo Entertainment System®. It is designed to give you endless hours of game playing enjoyment.

WE RECOMMEND that you read the instructions thoroughly before playing the game. If you need further assistance, you can reach an LJN game counselor at (516) 624-9300 (Monday through Friday, 10 AM-7 PM Eastern time).

PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, drop it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

BEETLEJUICE! BEETLEJUICE! BEETLEJUICE!

Attention J-Mart Shoppers!!! Bothered by the living? Irritated by their annoying antics? Well, why not let "The Ghost with the Most" help you out. I'll bio-exorcise them right out of your afterlife. Who needs them hangin' around? This place isn't big enough for both the living and the dead. Just call my name 3 times and I'll be at your service.

We'll trace all the steps leading up to your...uh, tragic demise. I'll show how to scare off demons, monsters, and all sorts of weirdos.

But don't forget: our real goal is to chase those ridiculous Deetzes out of your charming old home. (I really hate this "charming bit," but work is work.)

Remind me to collect some extra lives along the way. Sometimes I get so caught up in scaring things that I forget to replenish my Help Voucher account.

If we play our cards right—and you play this game right—we just might succeed in getting your house back. (Boy, wouldn't that be sweet?) I'll finally get my "admission ticket" to the *real* afterlife and I can kiss this millenium good-bye. What I'd really like to kiss good-bye are those slimy sandworms, but there's no way I'm gonna "pucker up" with one of *those* babies in my face.

Come on...let's turn on the juice and see what shakes loose!

GETTING STARTED

LOADING

1. Make sure the Nintendo Entertainment System® power switch is OFF.

2. Insert the *BEETLEJUICE*™ cartridge, then turn ON the power switch.

3. The credits screen will be displayed followed by the title screen. Press START to advance to the next screen and begin play.

TAKING CONTROL

There are 3 different controller modes in this game: SIDE VIEW, TOP VIEW and SCARE SELECTION mode. Let's take a look at how the controller is set up in each of these three modes.

SIDE VIEW

TO MOVE RIGHT OR LEFT - Press the RIGHT or LEFT ARROWS.

TO ENTER A BUILDING - Press the UP ARROW.

TO LEAVE A BUILDING - Press the DOWN ARROW.

TO JUMP - Press the A BUTTON.

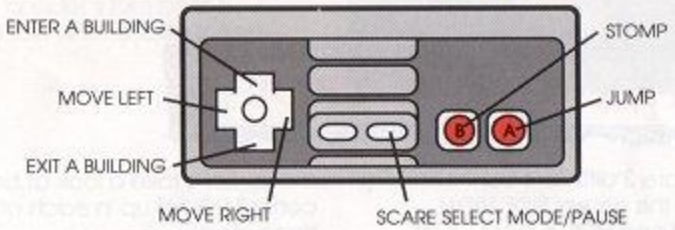
TO STOMP BEETLES - Press the B BUTTON.

TO JUMP DOWN - Press the DOWN ARROW and then the A BUTTON.

TO PAUSE/VIEW SCARES - Press the START BUTTON.

TO RELEASE PAUSE - Press the START BUTTON.

CONTROL PAD / **Side View**



SCARE SELECTION

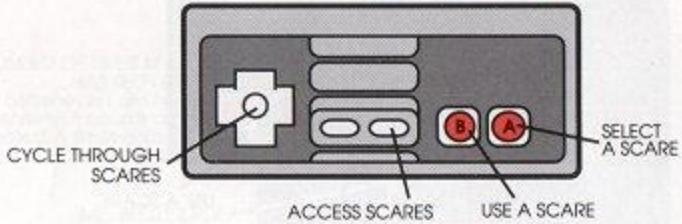
TO ACCESS SCARES - Press the START BUTTON.

TO CYCLE THROUGH SCARES - Press the UP or DOWN BUTTON.

TO SELECT A SCARE - Press the A or B BUTTON.

TO USE A SCARE - Press the B BUTTON.

CONTROL PAD / **Scare Selection**



TOP VIEW

TO MOVE - press the ARROW KEYS.

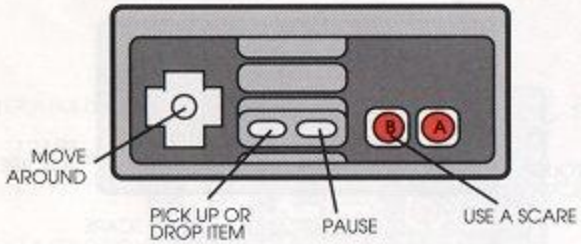
TO USE A SCARE - Press the B BUTTON.

TO PICK UP OR DROP AN ITEM - Press the SELECT BUTTON.

TO PAUSE - Press the START BUTTON.

TO RELEASE PAUSE - Press the START BUTTON.

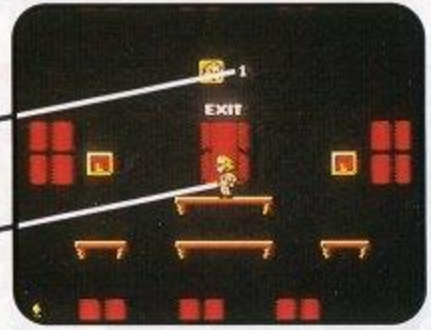
CONTROL PAD / **Top View**



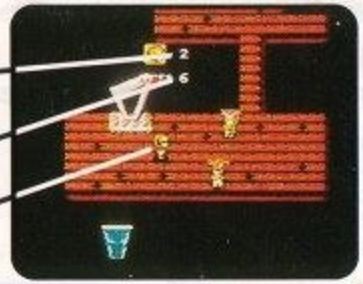
SCENE ON THE SCREENS

The 3 different controller modes I just told you about relate to the 3 places you can find me, *Mr. Personality*, yours truly—BEETLEJUICE! The three types of screens are:

SIDE VIEW SCREEN:



TOP VIEW SCREEN:



NUMBER OF TIMES MY NAME HAS BEEN CALLED

LIVES REMAINING

ME, MR. SENSATIONAL, AGAIN

SCARE SELECTION SCREEN:

NUMBER OF LIVES

SCARE SELECTION (with number available)

TOTAL SCARES AVAILABLE

COLLECTING HELP VOUCHERS

Nothing in the afterlife is free - you gotta pay for it. (We may be dead, but we're not stupid.) The way you pay for things on this side is by using Help Vouchers.

How does one get Help Vouchers? What I do is stomp and jump on (as well as shoot) the various types of enemies I come across.

Works for me! Give it a try.

STOMPING ON BEETLES 10-75 Help Vouchers

COLLECTING POISON BOTTLE 450 Help Vouchers

DESTROYING WHIRLY SKULL 75 Help Vouchers

ELIMINATING GHOST 10 Help Vouchers

DEFEATING OCTOPUS 450 Help Vouchers

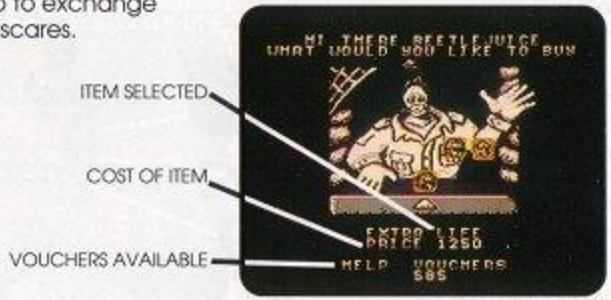
DEFEATING FLY 75 Help Vouchers

SHOPPING AROUND

Now that you know how to get Help Vouchers, let me tell you what you should do with them—besides give them to me, that is.

- First, find a Recently Deceased Information Booth. These are the places where I can go to exchange my Help Vouchers for scares.

- When you do find one, you can enter it by pushing the UP ARROW while you're standing in front of the door. Come on in! Don't be afraid...



BUYING THINGS

You'll need plenty of scares to keep up with me and make it through this game. Choose carefully though—because there's quite a variety of scares.

To select an item, press the LEFT and RIGHT ARROWS. When the triangle is pointing to your selection, press the SELECT BUTTON. Then press DOWN to return to the rest of the game.

BIRDMAN—OK, OK...I don't really fly–but I do jump real high. Doesn't that count? It sure helps me when there is something out of reach. And I also get a couple of shots.

SKELETON—This is the one I wear when I have a bone to pick with someone. (Get It? *Bone* to pick? Ha, Ha. I kill myself!!!) I just hope that those insipid bees have a sense of humor. Maybe I'll pay a visit to their hive and give 'em a little scare.

TWO-HEADED MAN—Man, oh man, I *love* this one!!! When I look in the mirror, I can't believe that there are *two* heads this good-looking. And that both of them belong to *me!!!* I just wish that slimy sandworm on Saturn appreciated my good looks. I'll just have to show him a thing or *two.*

OGRE—You think I'm grouchy now, do you? You should see me when I've got a CAVERN MONSTER staring me in the face! (I hate it when that happens...)

GHOST—This is my heavy-duty, all purpose special. It really gives new meaning to the word "BOO". (Does anyone even use that word any more?) Whatever...This *is* a good one. Keep it handy and you've got a ghost of a chance. (Sorry, couldn't help it...)

MEDUSA HEAD—Snakes alive! Use this one to freeze those pesky floating skulls. Think about it: if they're standing still, they gotta be easier to jump on. Doesn't take a rocket scientist to figure that out.

UMBRELLA HEAD—Looks like rain! Speaking of that, it's time to rain on the crazy octupus' parade!

SNAKEMAN—Might just be my best scare. (It's so hard to tell really. They're *all* so good.) But when I've got a bunch of scaring to do, I'll most likely slip into this one.

LET'S BE ON THE LEVEL

I'll be straight with you: this bio-exorcist business takes me to a lot of exciting places. Each one features its own challenges, drawbacks, perks...you know. And I can't say that this house thing is gonna be something I'm gonna talk about for years to come... But hey, it's OK. It's a job. So let's take a look at what we're getting into here:

LEVEL 1:

THE VILLAGE

First I get the key to the house, see. Then, inside, I turn off the lights and turn on the cloud elevators.

I collect the Handbook for the Recently Deceased; I'll need that later. Then I go from the roof to the last garage. I have to get rid of those blasted beehives.

LEVEL 2:

STORM DRAINS (SIDE VIEW)

Nothing like paddling down river to the storm drains in a dinghy! Sometimes I dock and look for hidden extra lives, then I try and scare the dickens out of the "Crazy Octopus" and "Cavern Monsters". All it takes is the right look!

LEVEL 3:

THE MAITLANDS' HOUSE (TOP VIEW)

BASEMENT—I know I left some scaring potion down here somewhere. I need that stuff inside because my regular scares are too powerful to use in the house. Now, where's that key to the kitchen?

KITCHEN AND LIVING ROOMS—More boxes to search through. Some contain unpleasant surprises. Darn! I never know which is which—until it's too late. Gotta scare everything in the room before I leave. And I have to make sure I pick the right door. Or get ready to face that horrible sand worm!

ATTIC—I made it! Good thing I remembered to follow my own clues!

GRAVEYARD (SIDE VIEW)—Now it's back to my roots: the model graveyard. There's something I need at the top of the tower—to *draw* some conclusions.

LEVEL 4:

THE ATTIC (TOP VIEW)

This place is a-maze-ing! Secret passages in hot places...A hidden key...A bricked wall...No door.

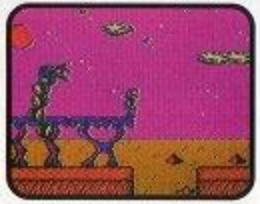
LEVEL 5:

AFTERLIFE WAITING ROOM (SIDE VIEW)

Take a number. The lower the better. Juno's waiting...Don't be late!

PENALTY LEVEL:

Saturn!! How did I get here? I hate those sandworms...But more importantly...How do I get back?



MY THREE (AFTER) LIVES

At the beginning of each game I get 3 lives. Each time I get hit, my name, "BEETLEJUICE", appears on the screen along with the number of times I've been hit within each life. 3 hits and I lose 1 life.

When I lose all 3 lives, I'll take you to the CONTINUE SCREEN. You'll then have 10 seconds to press START and continue from where I left off. Or press SELECT to toss my head to the character with the "NO" sign, to start over or quit. I'll let you continue 3 times. After that, the show's over and you have to start again.

EXTRA LIVES—

Extra lives!!! 'Love 'em! 'Love 'em! I pick 'em up whenever I can. And when I've got enough Help Vouchers, I buy 'em up. Problem is, I can only hold on to 9 at one time—but that ain't *too* bad.

EXTRA ENERGY—

Ah, beetles... The food of life—or at least of afterlife. To eat them and restore my energy, all I have to do is stomp on them.

BIO-EXORCIST TIPS

- Open every door you can. Behind it may lie an extra life, valuable potions or the entrance to the afterlife itself.
- Collect as many lives and Help Vouchers as you can. They are crucial to being able to rid the house of the Deetzes.
- Whenever the screen scrolls, stay away from the bottom or you might lose a life!
- In the top view screens, don't forget to look under the boxes. There are many bonuses to be found, but there is also the occasional hazard waiting to strike.
- Never forget who the "Ghost with the Most" is. Ha! Ha! Ha! P.S. Beetlejuice is coming soon for Game Boy.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protectioon against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures: - Reorient the receiving antenna

- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Govergnment Printing Office, Washington,DC 20402. Stock No. 004-000-00345-4.

LJN® Hotline (516) 624-9300

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